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Summoners war loren runes

Grade ★★★★★★★★★★ Level Min Lv. 25 Min Lv. 30 Min Lv. 35 Min Lv. 40 Normal HP 1740 3135 2520 4275 3420 5805 4650 7905 ATK 133 240 192 327 261 444 355 604 DEF 114 205 164 279 223 379 304 516 Awakened HP 2040 3660 2940 4995 3990 6780 5430 9225 ATK 150 271 216 368 295 500 400 681 DEF 114 205 164 279 223 379 304 516 SPD CRI RATE% CRI DMG% RES% ACC% Unawakened 101 15 50 15 0 Awakened 102 15 50 15 25% Leader Skill: Increases the Attack Power of ally monsters by 18%. Skill 1: Cross Fire [125%ATK x 3]: Shoots 3 projectiles, with each projectile having a 30% chance of slowing the attack speed for 2 turns. Lv.2 Damage +5% Lv.3 Harmful Effect Rate +10% Lv.4 Damage +10% Lv.5 Harmful Effect Rate +10% Lv.6 Damage +10% Skill 2: Silver-coated ball [300%ATK x 2]: Attacks the enemy 2 times with sacred bullets and removes 1 beneficial effect. Disrupts HP recovery for 2 turns with a 60% chance for each attack. (Reusable in 4 turns) Lv.2 Harmful Effect Rate +5% Lv.3 Damage +10% Lv.4 Harmful Effect Rate +10% Lv.5 Damage +15% Lv.6 Cooltime Turn -1 Skill 3: Chaser (Passive): Reduces enemy attack range by 20% with each attack and weakens enemy defenses for 1 turn with 75% probability. [Auto effects] Early game - Swift / Energy (SPD / HP% / HP%) Late Game – Swift / Revenge (SPD / HP% / HP%) Violent Construction - Violent / Revenge (SPD / HP% / HP%) - Updated on 2015.10.28 Cross Fire - The number of visits has increased from 2 to 3 visits. GB10 – (Rating: 9.5/10) Her skill kit is ideal for GB10. It is used as a utility to remove beneficial effects from the boss and apply SPD reduction, irreparable, and attack counter reduction. Just make sure she has enough survival by adding hp to her main stat every time the boss procs counterattacks. DB10 - (Rating: 8/10) There are a few indicators to know a viable monster for DB10: Slow debuff, buff lane and ATB reduction. If it satisfies the 2 or all 3, then this monster is a good choice for this dungeon. Loren offers a good amount of damage when built as an intruder, but her most important skillset alone brings great utility against the boss. It's a good choice as your extra nuker for speed runs. Let's say you're already running a typical face team of Sigmarus, Belladeon, Megan and Spectra. She's a good candidate for your +1. NB10 – (Rating: 9/10) It is a good choice for those looking for a farmable NB10 unit. While she can't reduce the boss's ATB with her passive, the slow debuff, DEF break and multi-hits make it a good utility. With violent and vengeful runes, you can make a Hit count to ensure that the Necro shield is always down and down slow debuff. Work with her with units that can apply continuous damage to make running even more efficient. I don't R5 - Not Recommended Element Rift Beasts - Only for Dark Beast. Its multiple successes reduce the number of chains faster. He is also a good damage trader when executed as an intruder. As a seating unit on certain floors. It may not have a use for standard teams, but it provides good CC against boss by atb reducing its passive. (Rating: 7/10) Although we do not recommend using it in the Arena, you can use Loren in Guild War groups against enemies who do not have immunity. Do not disturb its use if there is a unit that can give immunity or clean, because its crowd control potential is the reason you use it in the first place. It's highly unlikely you'll meet Loren on a defensive team, but if you ever do it by coincidence, just use an immunity buffer on your team to counter CC capabilities. also, you can just nuke her first using your speed group (her base stats aren't that high). Loren has no one-shot ability so denying her debuffs could just easily win you the battle. For flexibility, rune SPD's/CD%/ATK% with HP% and DEF% subs. Although it's best not to give speed for an ideal NB10 build, this opens up its usability to DB10, ToA and PvP status. If you want to use it exclusively for NB10 then ATK%/CD%/ATK% or HP% is better. The wake-up bonus gives her an extra 25% accuracy. Note that the optimal accuracy of Necro and ToA is 45% and the Dragons are 55%. Loren is mainly a fusion monster for Light Paladin (Jeanne). Nevertheless, it can also be used in some dungeons in players who have limited monsters and are looking for arable units. Her skills are good for Dragons and Necro B10, as well as a specialized unit that works like Hwa v ToA boss floors. What makes it good for DB10 is its slow debuff, buff lane and ATB reduction. For necro B10, its 1st and 2nd ability are multiple hits that are ideal for removing the shield. And her slow debuff can constantly control boss speed, giving you more turns to get under the boss. – Updated on 2018.1.30 Silver-plaed Bullet: Increases damage caused by 11% < Cow Girl (Light) - Loren Edit Comments Share Navigator: 15 Mid 10 Low 10 Mid 5 Low Stats reflect 6 star max, with each line reflecting how this particular stat compares to the minimum and maximum that can be found among all monsters. e.g. A monster with 15,000 HP will have its bar come to an end, since this is the maximum among all monsters. Note: General constructions can be added from this list, with possible small changes that suit the monster. To add your own unique rune structures, see this page. The listed constructions are provided only for convenience. Use your own judgment. Build 4-Set(s) 2-Set(s) Stat Priorities? Useful for? The early intruder? Fatal Blade Focus Atk, CR, CD, Spd, Acc All Game Advanced Intruder? Rage Swift Blade Will Nemesis Spd, Atk, CR, CD Mid-End Game Violent Intruder? Violent blade revenge will Spd, Atk, CR, CD CD Game Group Comps[editing | editing source] Notification: To add team suggestions, see this page. The groups listed are provided only for convenience. Use your own judgment. Monster build pages Community content is available under CC-BY-SA, unless otherwise stated. Last updated on November 7, 2020 War Summoners Loren Runes - Best Build, Best Runes for Early, Mid and Also Late Game - Monster > Loren (Light Cow Girl) War Summoners Loren Runes - Best Build Early Loren Runes: Focus on Spd, Hp, Def, and Acc 2 Sets: Energy and also Guard 4 Set: Swift Mid/Late Loren Runes: Focus on Spd, Atk, CR, CD, Hp, Def, and also Acc 2 Sets: Revenge and also going 4 Sets: Violent War Summoners Loren Runes - Rune Info Early Loren Runes Energy Runes Set Effect: HP +15% How to Get? Garen Forest, Giant Conservation and Also Handicraft Description: Increase based on the base of the HP monster. 15% hp increase per power set equipped. 3 sets = +45% HP Guard Rune Set Effect: Defense +15% How to get? Hydeni Dragon's Nest Ruins and Also Handicraft Description: Increase based on monster base Def +15% Increase defense per guard set equipped. 3 sets = +45% DEF Swift Rune Set Effect: Attack speed +25% How to get there? Mt. White Ragon, Conservation Giant, and also Handicraft Description: Increase is based on monster's base speed. Mid/Late Loren Runes Revenge Rune Set Result: Counterattack +15% How to Get? Faimon Volcano, Dragon's Nest, and Handicraft Description: Counterattacks with 1st capacity, 75% of its initial damage & 15% chance, 3 sets = 45% chance Will Rune Set Effect: Immunity +1 turn How to get? Aiden Forest, Necropolis, but also Handicraft Description: Immunity for 1 turn (3 sets = 3 turns) per set equipped at the beginning This immunity is a removable buff Immunity is reactivated when new waves, but not in Secret Dungeons or after revival. Violent Rune Set Effect: Get Extra Turn +22% How to Get? Dragon's Nest as well as Handicraft Description: + 22% chance of extra turning when using an active skill. Probability decreases at subsequent turns = 12.1%, 6.7%... Loren Runes War Summoners - Loren Info Grade > 3 Star / Type > Support / How to Get > Secret Dungeon Recommended Monster for: GB12, DB12, NB12, SF10, PvP, ToA, Dimension hole, and Fusion Material for Jeanne Max Stats (6* & Awakened): HP: 9225 ATK: 681 DEF: 516 and also SPD: 102 Awakened Bonus: Increases Accuracy by 25% Awakening Requirements: 15 Mid, 10 Low, 10 Mid and also 5 Low Other Monsters Best Runes Build: Chun Li Fran Bernard Belladeon Somos Also check out the Promo Codes and Runes Guide here If lovers are going to pass as they are today, I think Loren's viability is going to improve significantly. But I want to open it for you about what she can use her new features. Buffs:[Skill 1] Crossfire: 7% damage increase[Skill 2] Silver-coated ball: Beneficial effect removing 50% probability -> 60% (now up to 75% chance with me 3] Chaser (Passive):10% -> 20% ATB reduction per attack (up to 60% ATB reduction for s1, pre-buff was 30%)50% -> 75% chance of DEF break per attackA 60% ATB reduction is probably the most significant change here, which could make her able to lock bosses alone with enough speed; this surpasses Hua; with changes to Fran for her s1, where she can reduce ATB by up to 30% instead of stunning, could this open up new beginner friendly boss lock combos; I feel this opens up new new strategies and team synergies. page 2 29 reviews Light Cow Girl, Loren, is a fusion monster who slept in the monster collection for years but was only released in late September 2017 as fusion material for The Paladin Light. Based on her skillset can reveal herself a very useful unit , its first ability is a nice to have tool in Necropolis, as it is multi-hit with the chances to apply speed debuff meanwhile the second ability that is multi-hit too (2x hits) comes in combination with a debuff treatment (must have been in NB10). Last but not least Light Cowgirl has a passive ability that makes it more interesting and certainly not food, this infact skill despite the ATB reduction (which becomes useless at Neapolis Dungeon) adds the ability to def break for 1 turn with a 50% chance per hit, stacking 1 more debuff on its first and second ability. Based on some tests in the Dark Beast Raid Dungeon is very useful especially if combined with nuker that escalates the damage on the number of harmful effects applied (Brandia or Water Kung-Fu Girl), you will need it with at least 18-20K HP and 800 Defense to safely place the cowgirl on your back line. How to get light cow girl cow girl can be found through secret dungeon during the Hall of Light (every Sunday), once you found this SD, do more runs as you can even on low floors, but you should be very lucky to find him all by yourself, so that you always have an eye for the available secret dungeons in the chat room (official channel to get more chances is 2409 on the US server and 337 on Europe), then when someone finds it, ask him or her to add you (very kindly). In alternative tou can try to get her out of the magic shop using 100 crystal to open a random secret dungeon (not a smart way). Please note that you will have at least 1 hour to collect all the necessary pieces! Light Cowgirl Suggested Runes Necropolis and Giant B10 Unit - Silent / Revenge ATK% / CD% / ATK% width crit rate premises and some used in NB10 could be a great replacement for Hwa (Fire Rakshasa), but only if you don't have one yet. ToA Hard Boss Stages - Violent/ Broken Speed, critical damage and HP% with static speed Raids Dungeons - Violent / Revenge SPD/CD%/Atk% (HP% substats) In-depth statistics on Loren could be recovered in SWARFARM Loren Rating by users: 4.12/5 based on 231 comments Monster Type: Attack Speed CRI Rate CRI Dmg Resistance Accuracy 102 15% 15% 15% 0% 5 10 10 15 Awakening Bonus: 25% Accuracy Non-Awakened Format Description, multipliers, cooltime and powerup skills of Loren Leader Skill: Increases the attack power of monster ally by 18%. Cross Fire125% x3 Shoots 3 projectiles, with each projectile having a 30% chance of slowing the attack speed for 2 turns. Lv.2 Damage +5%Lv.3 Harmful Effect Rate +10%Lv.4 Damage +10%Lv.5 Harmful Effect Rate +10%Lv.6 Damage +10% Silver-Coated Bullet300% x2 Enemy Attacks 2 Times with Sacred Bullets. Each attack has a 60% chance of removing a beneficial effect and disrupting HP recovery for 2 turns. (Reusable in 4 turns) Lv.2 Harmful Effect Rate +5%Lv.3 Damage +10%Lv.4 Harmful Effect Rate +10%Lv.5 Damage +15%Lv.6 Cooltime Turn -1 Chaser (Passive) Reduces the enemy's attack line by 20% with each attack and weakens enemy defenses for 1 turn with a 75% chance. [Auto effect] Youtube Video featuring Loren Light Cowgirl Review Fwa teaches early game players not to eat her! How to get the light cow girl into war summoners Can you get Cow Girl from Secret Dungeon How Many Devilmon to max skill-up Loren? 10 Devilmons / Other cow girl needed to feed all the skills of Loren (Light Cow Girl) Minunum and maximum statistics for any level of Loren Form Stars Attack Defense Hp Awakened Min: 150 Max: 271 Min: 114 Max: 205 Min: 2,040 Max: 3.3 660 Woke Min: 216 Max: 368 Min: 164 Max: 279 Min: 2,940 Max: 4,995 Awakened Min: 295 Max: 500 Min: 223 Max: 379 Min: 3,990 Max: 6.780 Awaken Min: 400 Max: 681 Min: 304 Max: 516 Min: 5,430 Max: 9.225 Unawakened Min: 133 Max: 240 Min: 114 Max: 205 Min: 1,740 Max: 3.135 Unawakened Min: 192 Max: 327 Min: 164 Max: 279 Min: 2,520 Max: 4,275 Unawakened Min: 261 Max: 444 Min: 223 Max: 379 Min : 3,420 Max : 5,805 Unawakened Min: 355 Max: 604 Min: 304 Max: 516 Min: 4,650 Max: 7,905 Loren Light Rating in P VP and PVE Arena Defense (3.8/5) Arena Offense (4.2/5) Guild War Offense (4/5) Guild War Defense (3.6/5) Your views from War Monsters summoners, Last updated for 2020-11-24 2020-11-24